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10/143, 75.2

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- L3 question\$ or inquir\$ or enquir\$ or request\$)) 6438
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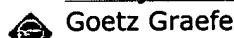
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1 [Query evaluation techniques for large databases](#)



Goetz Graefe

June 1993 **ACM Computing Surveys (CSUR)**, Volume 25 Issue 2

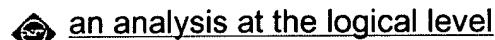
Publisher: ACM Press

Full text available: [pdf\(9.37 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Database management systems will continue to manage large data volumes. Thus, efficient algorithms for accessing and manipulating large sets and sequences will be required to provide acceptable performance. The advent of object-oriented and extensible database systems will not solve this problem. On the contrary, modern data models exacerbate the problem: In order to manipulate large sets of complex objects as efficiently as today's database systems manipulate simple records, query-processi ...

Keywords: complex query evaluation plans, dynamic query evaluation plans, extensible database systems, iterators, object-oriented database systems, operator model of parallelization, parallel algorithms, relational database systems, set-matching algorithms, sort-hash duality

2 [I/O reference behavior of production database workloads and the TPC benchmarks—](#)



Windsor W. Hsu, Alan Jay Smith, Honesty C. Young

March 2001 **ACM Transactions on Database Systems (TODS)**, Volume 26 Issue 1

Publisher: ACM Press

Full text available: [pdf\(5.42 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

As improvements in processor performance continue to far outpace improvements in storage performance, I/O is increasingly the bottleneck in computer systems, especially in large database systems that manage huge amounts of data. The key to achieving good I/O performance is to thoroughly understand its characteristics. In this article we present a comprehensive analysis of the logical I/O reference behavior of the peak production database workloads from ten of the world's largest corporatio ...

Keywords: I/O, TPC benchmarks, caching, locality, prefetching, production database workloads, reference behavior, sequentiality, workload characterization

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3 Interaction of query evaluation and buffer management for information retrieval

 Björn T. Jónsson, Michael J. Franklin, Divesh Srivastava
June 1998 **ACM SIGMOD Record , Proceedings of the 1998 ACM SIGMOD international conference on Management of data SIGMOD '98**, Volume 27 Issue 2

Publisher: ACM Press

Full text available:  [pdf\(1.81 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The proliferation of the World Wide Web has brought information retrieval (IR) techniques to the forefront of search technology. To the average computer user, "searching" now means using IR-based systems for finding information on the WWW or in other document collections. IR query evaluation methods and workloads differ significantly from those found in database systems. In this paper, we focus on three such differences. First, due to the inherent fuzziness of the natural language ...

4 B-tree concurrency control and recovery in page-server database systems

 Ibrahim Jaluta, Seppo Sippu, Eljas Soisalon-Soininen
March 2006 **ACM Transactions on Database Systems (TODS)**, Volume 31 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(401.86 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We develop new algorithms for the management of transactions in a page-shipping client-server database system in which the physical database is organized as a sparse B-tree index. Our starvation-free fine-grained locking protocol combines adaptive callbacks with key-range locking and guarantees repeatable-read-level isolation (i.e., serializability) for transactions containing any number of record insertions, record deletions, and key-range scans. Partial and total rollbacks of client transactions ...

Keywords: ARIES, ARIES/CSA, B-tree, cache consistency, callback locking, client-server database system, data shipping, key-range locking, page server, partial rollback, physiological logging, sparse B-tree, structure modification

5 Data page layouts for relational databases on deep memory hierarchies

Anastassia Ailamaki, David J. DeWitt, Mark D. Hill
November 2002 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 11 Issue 3

Publisher: Springer-Verlag New York, Inc.

Full text available:  [pdf\(593.86 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Relational database systems have traditionally optimized for I/O performance and organized records sequentially on disk pages using the N-ary Storage Model (NSM) (a.k.a., slotted pages). Recent research, however, indicates that cache utilization and performance is becoming increasingly important on modern platforms. In this paper, we first demonstrate that in-page data placement is the key to high cache performance and that NSM exhibits low cache utilization on modern platforms. Next, we ...

Keywords: Cache-conscious database systems, Disk page layout, Relational data placement

6 GPGPU: general purpose computation on graphics hardware

 David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available:  pdf(63.03 MB) Additional Information: [full citation](#), [abstract](#), [citations](#)

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

7 Courses: State of the art in interactive ray tracing

 Peter Shirley

July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**

Publisher: ACM Press

Full text available:  pdf(14.08 MB) Additional Information: [full citation](#), [abstract](#)

Recent improvements in computer hardware have allowed ray tracing to be used in some interactive applications. The trends in architecture and expansions of geometric model should increase the use of interactive ray tracing. This course presents recent and often not-yet published work on interactive ray tracing.

8 Implementing sorting in database systems

 Goetz Graefe

September 2006 **ACM Computing Surveys (CSUR)**, Volume 38 Issue 3

Publisher: ACM Press

Full text available:  pdf(518.63 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Most commercial database systems do (or should) exploit many sorting techniques that are publicly known, but not readily available in the research literature. These techniques improve both sort performance on modern computer systems and the ability to adapt gracefully to resource fluctuations in multiuser operations. This survey collects many of these techniques for easy reference by students, researchers, and product developers. It covers in-memory sorting, disk-based external sorting, and cons ...

Keywords: Key normalization, asynchronous read-ahead, compression, dynamic memory resource allocation, forecasting, graceful degradation, index operations, key conditioning, nested iteration

9 An analysis of database workload performance on simultaneous multithreaded

 processors

Jack L. Lo, Luiz André Barroso, Susan J. Eggers, Kourosh Gharachorloo, Henry M. Levy, Sujay S. Parekh

April 1998 **ACM SIGARCH Computer Architecture News , Proceedings of the 25th annual international symposium on Computer architecture ISCA '98**, Volume 26 Issue 3

Publisher: IEEE Computer Society, ACM Press

Full text available:  pdf(1.57 MB)  Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)
[Publisher Site](#)

Simultaneous multithreading (SMT) is an architectural technique in which the processor issues multiple instructions from multiple threads each cycle. While SMT has been shown to be effective on scientific workloads, its performance on database systems is still an open question. In particular, database systems have poor cache performance, and the addition of multithreading has the potential to exacerbate cache conflicts. This paper examines database performance on SMT processors using traces of th ...

10 Performance enhancements to a relational database system

 Michael Stonebraker, John Woodfill, Jeff Ransford, Marguerite Murphy, Marc Meyer, Eric Allman

June 1983 **ACM Transactions on Database Systems (TODS)**, Volume 8 Issue 2

Publisher: ACM Press

Full text available:  pdf(1.33 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper we examine four performance enhancements to a database management system: dynamic compilation, microcoded routines, a special-purpose file system, and a special-purpose operating system. All were examined in the context of the INGRES database management system. Benchmark timings that are included suggest the attractiveness of dynamic compilation and a special-purpose file system. Microcode and a special-purpose operating system are analyzed and appear to be of more limited utility ...

Keywords: compiled query languages, database performance, file systems for databases, microcode

11 Computing curricula 2001

 September 2001 **Journal on Educational Resources in Computing (JERIC)**

Publisher: ACM Press

Full text available:  pdf(613.63 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

 html(2.78 KB)

12 Industrial session: potpourri: Getting priorities straight: improving Linux support for database I/O

Christoffer Hall, Philippe Bonnet

August 2005 **Proceedings of the 31st international conference on Very large data bases VLDB '05**

Publisher: VLDB Endowment

Full text available:  pdf(349.39 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The Linux 2.6 kernel supports asynchronous I/O as a result of propositions from the database industry. This is a positive evolution but is it a panacea? In the context of the Badger project, a collaboration between MySQL AB and University of Copenhagen, we evaluate how MySQL/InnoDB can best take advantage of Linux asynchronous I/O and how Linux can help MySQL/InnoDB best take advantage of the underlying I/O bandwidth. This is a crucial problem for the increasing number of MySQL servers deployed ...

13 Accurate modeling of the hybrid hash join algorithm

 Jignesh M. Patel, Michael J. Carey, Mary K. Vernon

May 1994 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1994 ACM SIGMETRICS conference on Measurement and modeling of computer systems SIGMETRICS '94**, Volume 22 Issue 1

Publisher: ACM Press

Full text available:  pdf(1.38 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The join of two relations is an important operation in database systems. It occurs frequently in relational queries, and join performance is a significant factor in overall system performance. Cost models for join algorithms are used by query optimizers to choose efficient query execution strategies. This paper presents an efficient analytical model of an important join method, the hybrid hash join algorithm, that captures several key features of the algorithm's performance—including ...

14 Functional-join processing

R. Braumandl, J. Claussen, A. Kemper, D. Kossmann

February 2000 **The VLDB Journal — The International Journal on Very Large Data****Bases**, Volume 8 Issue 3-4**Publisher:** Springer-Verlag New York, Inc.Full text available:  [pdf\(486.22 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

Inter-object references are one of the key concepts of object-relational and object-oriented database systems. In this work, we investigate alternative techniques to implement inter-object references and make the best use of them in query processing, i.e., in evaluating functional joins. We will give a comprehensive overview and performance evaluation of all known techniques for simple (single-valued) as well as multi-valued functional joins. Furthermore, we will describe special order-preser ...

Keywords: *Functional join, Logical OID, Object identifier, Order-preserving join, Physical OID, Pointer join, Query processing*

15 External memory algorithms and data structures: dealing with massive data Jeffrey Scott VitterJune 2001 **ACM Computing Surveys (CSUR)**, Volume 33 Issue 2**Publisher:** ACM PressFull text available:  [pdf\(828.46 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Data sets in large applications are often too massive to fit completely inside the computers internal memory. The resulting input/output communication (or I/O) between fast internal memory and slower external memory (such as disks) can be a major performance bottleneck. In this article we survey the state of the art in the design and analysis of external memory (or EM) algorithms and data structures, where the goal is to exploit locality in order to reduce the I/O costs. We consider a varie ...

Keywords: B-tree, I/O, batched, block, disk, dynamic, extendible hashing, external memory, hierarchical memory, multidimensional access methods, multilevel memory, online, out-of-core, secondary storage, sorting

16 The state of the art in distributed query processing Donald KossmannDecember 2000 **ACM Computing Surveys (CSUR)**, Volume 32 Issue 4**Publisher:** ACM PressFull text available:  [pdf\(455.39 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Distributed data processing is becoming a reality. Businesses want to do it for many reasons, and they often must do it in order to stay competitive. While much of the infrastructure for distributed data processing is already there (e.g., modern network technology), a number of issues make distributed data processing still a complex undertaking: (1) distributed systems can become very large, involving thousands of heterogeneous sites including PCs and mainframe server machines; (2) the stat ...

Keywords: caching, client-server databases, database application systems, dissemination-based information systems, economic models for query processing, middleware, multitier architectures, query execution, query optimization, replication, wrappers

17 Join algorithm costs revisited

Evan P. Harris, Kotagiri Ramamohanarao

January 1996 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 5 Issue 1**Publisher:** Springer-Verlag New York, Inc.Full text available:  [pdf\(329.00 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

A method of analysing join algorithms based upon the time required to access, transfer and perform the relevant CPU-based operations on a disk page is proposed. The costs of variations of several of the standard join algorithms, including nested block, sort-merge, GRACE hash and hybrid hash, are presented. For a given total buffer size, the cost of these join algorithms depends on the parts of the buffer allocated for each purpose. For example, when joining two relations using the nested block j ...

Keywords: Join algorithms, Minimisation, Optimal buffer allocation

18 Distributed file systems: concepts and examples Eliezer Levy, Abraham SilberschatzDecember 1990 **ACM Computing Surveys (CSUR)**, Volume 22 Issue 4**Publisher:** ACM PressFull text available:  [pdf\(5.33 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The purpose of a distributed file system (DFS) is to allow users of physically distributed computers to share data and storage resources by using a common file system. A typical configuration for a DFS is a collection of workstations and mainframes connected by a local area network (LAN). A DFS is implemented as part of the operating system of each of the connected computers. This paper establishes a viewpoint that emphasizes the dispersed structure and decentralization of both data and con ...

19 Heuristic algorithms for I/O scheduling for efficient retrieval of large objects from tertiary storage

ChanHo Moon, Hyunchul Kang

January 2001 **Proceedings of the 12th Australasian database conference ADC '01****Publisher:** IEEE Computer SocietyFull text available:  [pdf\(760.58 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)
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Multimedia data service applications of today are to efficiently deal with possibly massive amount of *large objects (LOBs)*. The storage capacity of the traditional disk-based DBMS is certainly limited to support such applications. As such, it is necessary for the DBMS to employ the tertiary storage devices, which perform often with long latency and yet can provide huge amount of storage capacity at the relatively low cost. In this paper, we investigate the tertiary I/O scheduling algorith ...

20 Invited Tutorial 1: Context-sensitive program analysis as database queries Monica S. Lam, John Whaley, V. Benjamin Livshits, Michael C. Martin, Dzintars Avots, Michael Carbin, Christopher UnkelJune 2005 **Proceedings of the twenty-fourth ACM SIGMOD-SIGACT-SIGART symposium on Principles of database systems****Publisher:** ACM PressFull text available:  [pdf\(183.53 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Program analysis has been increasingly used in software engineering tasks such as

auditing programs for security vulnerabilities and finding errors in general. Such tools often require analyses much more sophisticated than those traditionally used in compiler optimizations. In particular, context-sensitive pointer alias information is a prerequisite for any sound and precise analysis that reasons about uses of heap objects in a program. Context-sensitive analysis is challenging because ...

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